

Writers Vision Statement

For too many, video games are incorrectly considered little more than the haunt of teenagers, a vapid hobby pursued to waste both time and money. For myself, and the gamer community at large, there has never been a better time to see video games not as childish novelty but the vehicle for unique, interactive, compelling storytelling unobtainable anywhere else. It is for individuals who know this that *Thieves Honour* will appeal.

It is for players who enjoy the excitement of video games but who are experiencing fatigue at the thought of another soulless multiplayer slaughterfest or time consuming RPG grind. It is for those who are wearied at the thought of another calendar year peppered with sequels, prequals and spin-offs full of copy and paste content with nothing of consequence to say. It is for players who are literate in the exciting and immersive art form that is video games but who desire character, narrative and story that they can sink their teeth into.

Thieves Honour, an open world London based action adventure game with multiple playable protagonists, is designed for this kind of player. A player who understands the tropes of genre whilst also appreciating the need for new stories to be told within that genre. Using the immersive storytelling techniques only possible in video games, *Thieves Honour* shines a light on often sidelined characters and authentically puts players in their shoes. Employing both liberating and restrictive mechanics of gameplay, freedom and control, this story embeds players in struggles where backstory matters, actions have consequences and shooting your way out of every situation isn't an option.

By anchoring itself to an exhilarating and innovative crime story, *Thieves Honour* examines complex issues that many games often skip over. It considers race, social position and community, not shying away from these concepts but framing them within an enticing narrative and recognizable world. It invites players into conversations hard to find elsewhere.

As a video game fan, there's no denying the punch and appeal that big titles, *Call of Duty*, *Assassins Creed*, *Grand Theft Auto*, possess. But it is also impossible to deny that players are increasingly dissatisfied with 'by the numbers' releases. *Thieves Honour* is for the player whose back catalogue contains Triple A titles but also titles such as *The Last of Us*, *Life is Strange* and *Heavy Rain*. It is for those who revel in inhabiting gaming worlds meaningfully, lamenting the hurt of characters and thrilling in the joy of success because, unlike film or television, they are also your hurts and successes.

For the gamer seeking mindless entertainment, look elsewhere. For the player seeking more, look no further.